

STAR
WARS
GALAXIES™
TRADING CARD GAME

THREAT OF THE CONQUEROR

Threat of the Conqueror Campaign

The Conqueror, an Imperial Star Destroyer, is armed with a planet-destroying weapon like the one on the Death Star battle station. The Rebels of Col Serra's Renegade Squadron will battle the Imperial Storm Commandos of Admiral Victor Strang to end the Conqueror's threat to galactic peace!



Dark Side Campaign: Storm Commandos

With information that the Rebel Alliance has recruited new special forces units such as Renegade Squadron, the Emperor assigns the Imperial Storm Commandos to shut them down. Sith overseers accompany the Imperial special forces to ensure success.



Scenario 1: Wrong Place, Right Time

Down time and training exercises for the imperial Storm Commandos are canceled when a crack team of Rebel Soldiers leads a surprise attack.



Your success in operations against the Rebel Alliance brings you to an Imperial special forces team in a remote region of Rori. Between assignments, this group of Storm Commandos awaits repairs to their starship at a small Imperial facility.

After your briefing with Captain Sarkli, the unit commander, you spend some down time meeting with the soldiers. They're spending this time with maintenance to their equipment and running training simulations.

An alarm sounds throughout the repair facility. 'A team of Rebels is attacking the outpost!' says an Imperial lieutenant.

'I bet they didn't expect to find a team of Storm Commandos!' you say.

'Should be a good training exercise,' says the lieutenant with a grin.

You grab your weapon and head for the roof. You can see the Alliance assault ship landed a few hundred meters away. The Rebels are forming up at the bottom of its landing ramp.

Captain Sarkli is there, examining the attackers with his electrobinoculars. 'Looks like Renegade Squadron,' he says. 'I see Col Serra. He's one of Han Solo's buddies. Get ready for a tough fight.' Sarkli puts down the binoculars and grabs his blaster rifle as the other Storm Commandos take up firing positions.

'We're in the wrong place at the right time. Let's take care of this upstart Rebel unit once and for all,' you say.



Commandos like Renegade Squadron would have overwhelmed the usual garrison troops assigned to defend an Imperial starship repair facility. Your Storm Commands surprised them with a sturdy defense and the Rebels were forced to withdraw.

As Col Serra and his men fall back to their assault craft, Sarkli calls off the firefight.

'If we follow them now, we can take out all of Renegade Squadron!' says one of the lieutenants.

'Hold your fire, soldier,' you say. 'We can't pursue now with our ship under repairs.'

'We'll get another chance,' says Sarkli. 'We bloodied their noses this time, but I'm sure our paths will cross again.'



Scenario 2: Too Close

A simple assault on a Rebel outpost leads to an unexpected encounter with a powerful student of the Force.



Sarkli calls a briefing of his key personnel, and you're invited. 'Imperial intel has discovered a Rebel outpost right here on Rori. The Renegades are off planet now, so we should meet with only token resistance.'

A holo pops up from the briefing room table, showing a map of Rori and the mission target. 'Our orders are to secure any information there about other Rebel facilities on the planet. There's been a lot of Alliance activity lately, so there must be a hidden base nearby. Too close for comfort.'

That evening, a landing craft drops you off with the Storm Commandos a few hundred meters away from the Rebel outpost. Under cover of darkness, your crack troops make a stealthy advance to the underground facility.

Things seem too quiet as you enter the bunker. No scouts are in evidence above, and there seem to be no active security systems.

The team slicer is running scanning equipment at the intersection of four dark corridors. 'No activity at all. Captain,' he reports.

'We still need to scrub the place looking for leftover intel,' says Captain Sarkli. 'I want every piece of furniture examined. Even if the whole facility is abandoned,' he says with disgust.

'Not abandoned, Sarkli,' says a voice from down a dark corridor. A woman's voice. 'Personnel evacuated. Except for us.' The snap-hiss of a lightsaber illuminates the face of a Twi'lek Jedi Knight. Down each of the other three corridors, another lightsaber activates.



The combat was short-ranged and vicious in the underground Rebel outpost. Corridors illuminated by the flashes of Imperial blaster fire and the arcs of Jedi lightsabers are dark and silent.

'Storm Commandos, sound off!' says Sarkli, and his men check in one by one. Many Imperials are wounded, some with severed limbs from the lightsaber battle at close quarters.

The result is that their ambush failed, and the Jedi have retreated. 'We took the best they could give and we're still here,' you say to the Storm Commandos. 'That was Rachi Sitra. She's a Jedi Knight. They don't get much tougher than that.'



Scenario 3: Nowhere to hide

When the Royal Security Forces of Naboo harbor Rebel traitors, it's your job to lead the Storm Commandos in an operation to expose them all.



'Assaulting a Royal Naboo station... what if that creates a political firestorm?' you ask Sarkli. Along with the Storm Commandos, you're aboard a landspeeder skimming over the swamps of Naboo. Information found in the hidden Rebel bunker named a security forces office that's been a front for Rebel activity.

'They're hiding Rebel traitors there,' Sarkli says with a shrug. 'That makes them traitors in the eyes of the Empire. It's been double-checked this time by Imperial intelligence. Besides, we have our mission. I'm not a politician.'

You make a mental note not to discuss politics with the Captain again. The speeder lands and your troops rush to deploy. You encounter a few RSF scouts on the approach, but the Storm Commandos take them out.

You arrive at the side door of the facility, and a small demo charge takes out the door mechanism with a muffled thump. Blaster fire sprays from the opened door, and inside are Rebel troops behind cover.

A grenade flies in the doorway and after it goes off, you and the Imperials move inside. When the smoke clears, you see a leader barking out orders to the Rebel defenders.

You're surprised to recognize Garm Bel Iblis, a former member of the Rebel High Command who was released from the Alliance. Now he's leading a band of Rebels in a secret operation on Naboo, so his hatred for the Empire must still be intact.

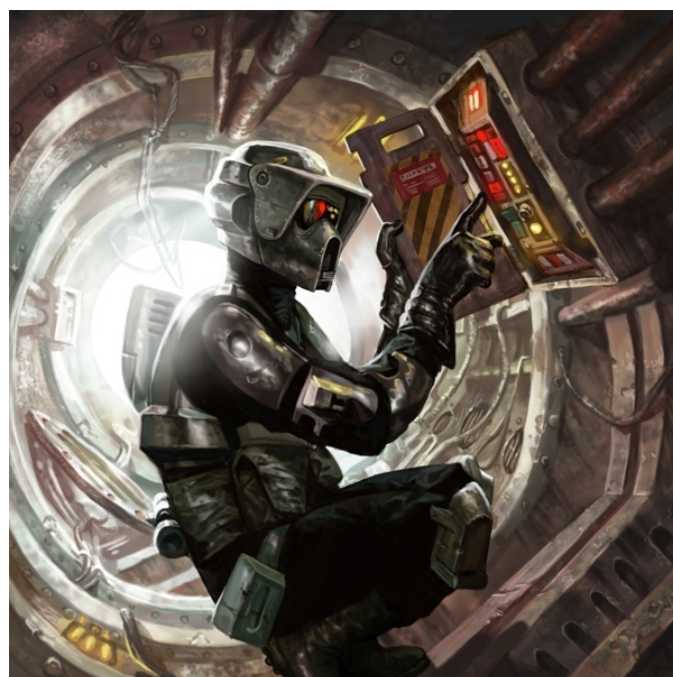
Your mission is data retrieval, and these Rebels are in the way.



The Corellian tactician trained them well, but the Rebels are no match for your Storm Commandos. Iblis escapes, along with the rest of his troops. 'Let them go,' says Sarkli. 'Get the data from these computers.' The slicers go to work, while the other Storm Commandos tend to their wounds and pack up their equipment.

'We've got Rebel movements for the last three weeks. Captain,' says one of the slicers as he looks up from a computer screen.

'Get it all, lieutenant,' says Sarkli. 'Data analysis is for the headquarters, not while we're on a field op.'



Scenario 4: Bunker Busting

Hidden deep in the forests of Corellia is a Rebel stronghold that the Storm Commandos are assigned to destroy.



The Storm Commandos have traveled to Bela Vistal, the Imperial stronghold on the planet of Corellia. According to the data analyzed by the slicer team, the secret Rebel stronghold is in a bunker hidden by a deep forest.

'Maybe that's how Iblis got involved with all this,' you say to Captain Sarkli. 'He's a Corellian.'

'Not my problem,' says Sarkli. 'What is my problem is getting into this bunker. We don't know much about the facility, but it's a bigger operation than anything we saw on Rori. I expect this time we'll face fortified structures with well-trained defenders.'

'That's why you guys get the big credits, right?' you say with a grin to the room full of soldiers. Not a one of them laughs. Sarkli continues to finish the briefing.

An Incom gunship puts your team on the ground about two clicks from the bunker. As the sun begins to set, you make the approach in twilight. A few Rebel sentries are taken out as the Storm Commandos approach.

One of your snipers takes out another Rebel, but when you get to the sentry's position, she lies on her back still holding her comlink. 'Roger that Bravo Two, incoming Imps. Fall back to bunker. Bravo Two, do you copy? Bravo Two?' The dead sentry doesn't reply as the comlink buzzes away.

'No more surprise,' you say to Sarkli.

'Then let's get moving,' he says.

The blast doors of the bunker slide open and Rebel commandos step outside, one by one. 'Looks like we're going to have a party on the patio before we get inside,' you say.

'Inside, outside, makes no difference to me,' says Sarkli.



The Bothan general Polo Se'lab has trained his troops well, but the Storm Commandos win the firefight. Se'lab escapes capture as your soldiers regroup before entering the bunker.

'Nice of 'em to leave the door open,' says Sarkli.

'Just because we took out their mobile strike force doesn't mean there aren't more troops inside,' you say.

'Agreed,' says Sarkli. 'Look sharp, men. Let's go.'



Scenario 5: Final Strike

Inside the Rebel headquarters bunker, the Storm Commandos find the Alliance last line of defense and a Force-using war hero.



After a tough fight against Rebel commandos led by a Bothan general, the Storm Commandos are inside the Alliance bunker headquarters. Sarkli has double-checked the loadouts for every Imperial soldier. Slicers have cut the power to the lights for the facility. The alarms and security cameras are also shut down.

'Any messages transmitted from this bunker?' you say to the team's comm techs.

'Just one sir,' says one of the techs. 'Priority transmission to another location on Corellia. Heavily encrypted. We can't determine the recipient'

'Alright, we'll call that a good sign. Only one transmission. Let's get a move on,' says Sarkli.

The Storm Commandos move through the darkened corridors with practiced ease. They clear each room, one by one, leaving none behind them. Twice they find workers hiding under furniture, but they are dispatched.

With the top floor cleared, only the basement level remains. After all the other rooms are secured, you stand in the corridor leading to the large control room in the center of the facility. The security panel is shorted out, and the heavy doors swing open.

'I thought you'd never get here,' says a voice from inside, punctuated once again by the snap-hiss of a lightsaber. You see the Hero of Yavin — now a Commander in the Rebel Alliance — none other than Jedi Luke Skywalker. 'I was on my way when I got the coded message. Looks like I got here just in time.'

'He's alone!' says Sarkli. 'One man against my squad of commandos?'

'One Jedi,' you say as you ready your weapon. 'More than just a man.'



Skywalker looks like he's not even breaking a sweat as his lightsaber swings back and forth. Sometimes it hacks off a blaster rifle, and other times it reflects a blaster bolt back at its firer. 'This base is abandoned,' he says. 'The Rebel Alliance has moved on.'

'Think what a prize it would be,' you shout over the whine of blaster fire, 'to return with the head of Luke Skywalker!'

The Jedi smiles. 'Not likely,' he says with a leap backwards out of range. Skywalker slashes at a door behind him, and it swings open. 'I've done enough damage to your troops for today,' he says as he bounds through the door.

When you race to the doorway, you look up to see a narrow ventilation shaft. The Jedi is already leaping out of the top and escaping the bunker. You turn around to face the other troops. 'He's gone,' you say.

'Skrag!' says Sarkli. 'Now we've got nothing to show for this whole mission.'

'Well, we closed down several Rebel operations,' you say. 'Not to mention shooting up a few of their troops in the process. I think we can call this a good day for the Storm Commandos.'

